

Object Oriented Programming and Design in Java

Session 20
Instructor: Bert Huang

Announcements

- Homework 4 due Monday, Apr. 19th (**next class**)

Review

- Homework tips
- Data Structures
 - Lists, Stacks, Queues
 - Sets, HashSet
 - Maps, HashMap

Today's Plan

- Applications of queues, stacks, maps, sets
- Binary search trees
- Priority Queues (Heaps)

Summary

	insert	insert at	remove	remove at	contains
lists	$O(1)$	$O(N)$	$O(1)$	$O(N)$	$O(N)$
stacks/ queues	$O(1)$	X	$O(1)$	X	X
set	$O(1)$	X	$O(1)$	X	$O(1)$
map	$O(1)$	$\sim O(1)$	$O(1)$	$\sim O(1)$	$O(1)$

Data Type Applications

- Abstract Data Types allow well-organized design of data applications
- Design in terms of ADTs, most environments provide efficient implementations of standard ADTs
- Know which ADTs and data structures apply in different situations

Producer Consumer Queues



- Web server receives http requests from browsers, puts request in queue
- Other threads remove from the queue, serve web pages to browsers
- Using a queue guarantees $O(1)$ operations and first-come-first-serve scheduling

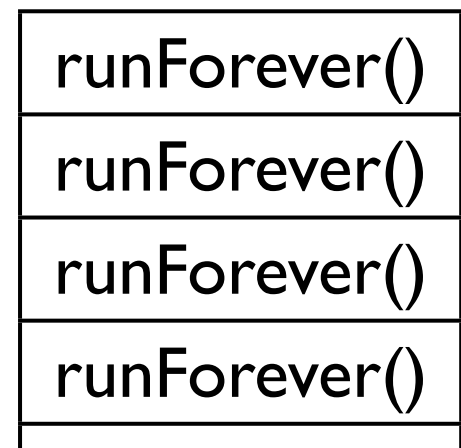
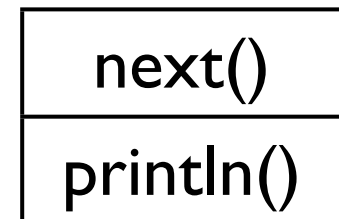
Dequeues

- A deque is a queue and a stack
- Insert and remove from either head or tail
 - `addFirst(e)`, `addLast(e)`, `getFirst()`, `getLast()`
- `ArrayDeque<E>` implements `Queue<E>`
- `LinkedList<E>` implements `Queue<E>` and `Deque<E>`

Stacks for Method Calls

- When method is called, parameters and variables in its scope are pushed
- Once it is evaluated, it is popped
- Nested method calls populate a stack
- Too many nested calls causes stack overflow, JVM out of memory

```
public void runForever() {  
    runForever();  
}
```



Web Search by Word Sets

- Documents can be represented as sets of keywords
- Search for keywords by calling `contains()` on each document
- `contains()` and adding new document must be fast
- search $O(1)$ per document
- new document $O(k)$ for k words

cat
fish
pet
fish
rice
chopsticks
chopsticks
deadlock
threads

Word Counting with Maps

- Natural extension to storing documents as word sets: word counts
- Each word maps to an integer count
HashMap<String, Integer>
- Scan through document, increment count for each word

to	be	or	not
+	+		

- “to be or not to be”
- $O(1)$ per word in document

Sorted Map ADT

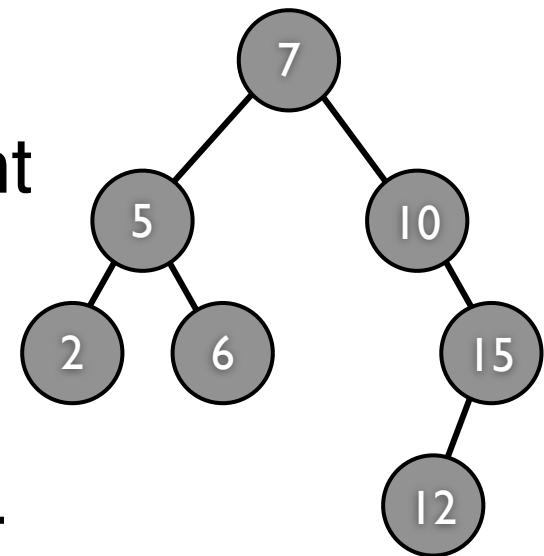
- Subtype of Map (can get value by key)
- `SortedMap<K implements Comparable, V>`
- `SortedMap<K, V> subMap(K fromKey, K toKey)`
 - `firstKey`, `lastKey`, `headMap`, `tailMap`

TreeMap

- Implements SortedMap
- put(), get(), contains() cost $O(\log N)$
- Uses an advanced binary search tree called Red-Black Tree
 - a balanced BST
- Slower than HashMap, but keys have order

Binary Search Tree

- Tree nodes have left and right children
 - Left children are less than parent,
 - Right children are greater than parent
- At each node, $O(1)$ comparison determines which child to move to
- Depth of tree is the worst-case time for each operation



Due Dates with BST

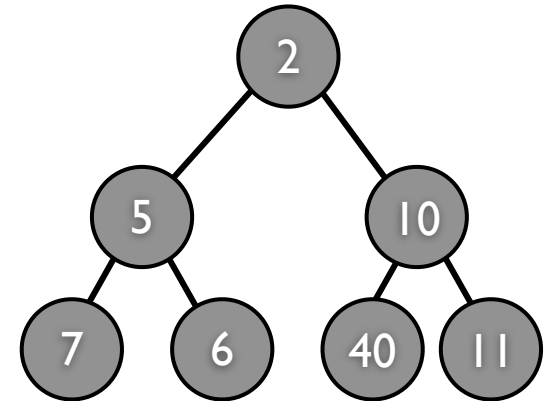
- A calendar or to-do list program may store due dates in a BST
- Allows efficient search for date ranges
 - What's due from today to Monday?
 - Show me things due after Monday

Priority Queue ADT

- Stores elements by priority (serves as the key)
 - Not really a queue, but used in similar applications
- add aka offer(E e)
- deleteMin aka poll()
- findMin aka peek()

Heaps

- Binary tree with heap order property: keys of children greater than parent's
- Running time:
 - $O(\log N)$ add,
 - $O(\log N)$ deleteMin,
 - $O(1)$ findMin

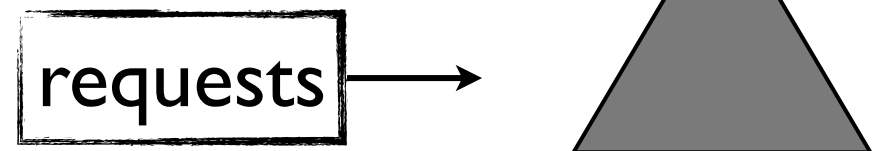


Comparison

	insert	findMin	get	get range
lists	$O(I)$	$O(N)$	$O(N)$	X
hashmap	$O(I)$	$O(N)$	$O(I)$	X
BST	$O(\log N)$	$O(\log N)$	$O(\log N)$	$O(N)$
heap	$O(\log N)$	$O(I)$	$O(N)$	X

Producer Consumer with Priority Queues

- Natural extension to using a simple queue, assign priority to all requests
- Consumer grabs the highest (lowest) priority element
- Is it worth the $\log N$ overhead? Depends on application
- If consuming is very fast, skip the fancy prioritization and just do it fast



Thread Safe Data Structures

- Since data structures are designed to be extremely fast, thread safety is omitted to avoid overhead
- Java has interface `ConcurrentMap`, implemented by `ConcurrentHashMap`
- and interface `BlockingQueue`, implemented by `ArrayBlockingQueue`, `LinkedBlockingQueue`

Threadsafe Wrappers

- Collections has static method
`Collection synchronizedCollection(Collection c)`
 - returns synchronized wrapper of c
- `synchronizedSet`, `List`, `Map`, `SortedMap`
- Returns *decorated* object of anonymous class
- Each unsafe method is wrapped with an object lock

Reading

- <http://java.sun.com/docs/books/tutorial/collections/implementations/index.html>